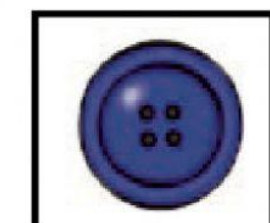
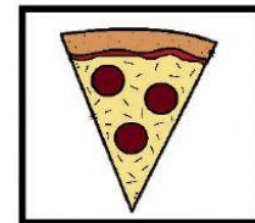
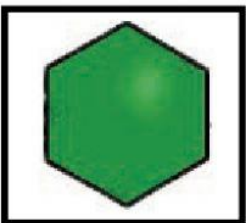
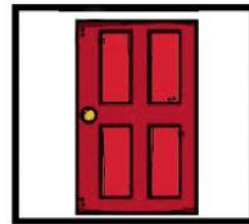
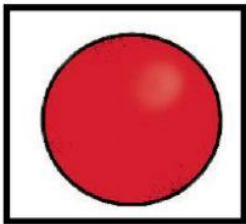
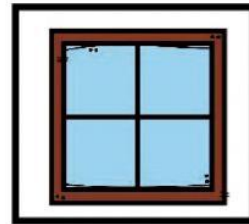
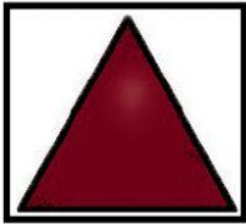
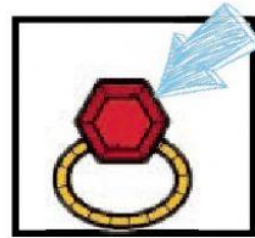
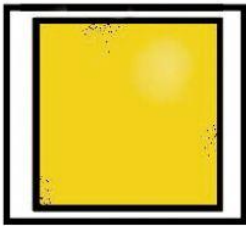




1. Empareja.

Une con una línea una figura geométrica con un objetos, según su forma.





2. Relaciona los objetos con los cuerpos geométricos.

- Arrastra el objeto de abajo que tiene forma de cubo



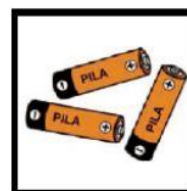
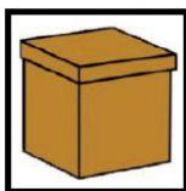
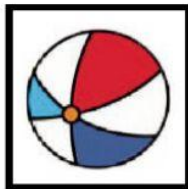
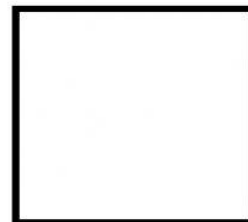
- Arrastra el objeto de abajo que tiene forma de pirámide



- Arrastra el objeto de abajo que tiene forma de cilindro



- Arrastra el objeto de abajo que tiene forma de prisma rectangular



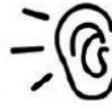
3. Pincha el




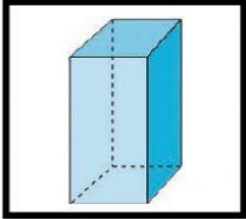
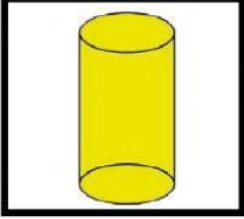
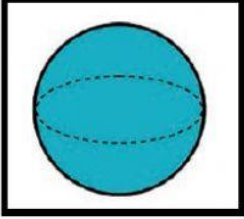
y escucha atentamente.




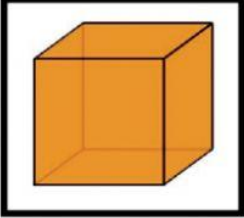
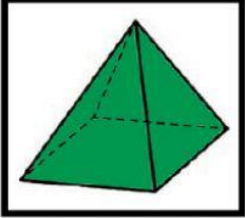
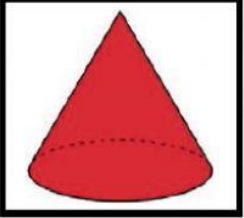
Selecciona o marca el cuerpo geométrico que corresponde.




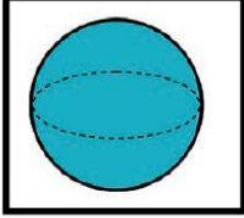
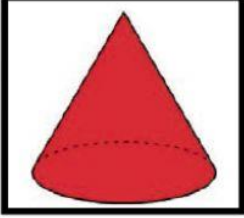
Row 1 (Red dashed border):

- 
- 
- 
- 

Row 2 (Green dashed border):

- 
- 
- 
- 

Row 3 (Purple dashed border):

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- 
- 